ELECTRONIC ARTS®

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JUNGLE STRIKE™

THE SEQUEL TO DESERT STRIKE™

INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

ELECTRONIC ARTS®

SUPER NINTENDO® ENTERTAINMENT SYSTEM

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TABLE OF CONTENTS

CONTROL SUMMARY 2
- PAUSING THE GAME 2
- COMANCHE HELICOPTER 2
- XL-9 HOVERCRAFT 2
- SPECIAL FORCES ASSAULT CYCLE 3
- F-117A NIGHTHAWK STEALTH FIGHTER 3

INTRODUCTION 4

STARTING THE GAME 5

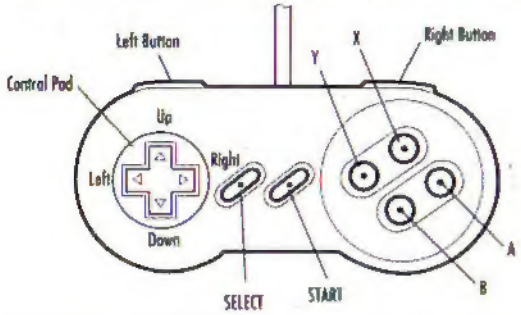
MAIN MENU 5
- THE CAMPAIGN MENU 5
  - RESTORING A SAVED GAME 6
- THE COPILOT SELECTION SCREEN 6
- THE OPTIONS SCREEN 6
  - BUTTONS 6
  - CONTROL 6

INFORMATION CONSOLE 7
- CRITICAL INFORMATION 8
  - THE SELECTION DISPLAY 8
  - ARMOR 9
  - FUEL 9
  - LIVES 9
  - LOAD 9
  - INTELLIGENCE REPORTS 10
- THE MAP SCREEN 10
- THE MISSION SCREEN 11
- THE STATUS SCREEN 11

VEHICLES 12
- MX-9 ATTACK HOVERCRAFT 12
- F-117A NIGHTHAWK STEALTH FIGHTER 12
- SPECIAL FORCES ASSAULT MOTORCYCLE 12
- PICKING UP EQUIPMENT 13

CREDITS 13

CONTROL SUMMARY



PAUSING THE GAME

Pause	**START**

COMANCHE HELICOPTER

Forward	Control Pad **up**
Reverse	Control Pad **down**
Rotate right	Control Pad **right**
Rotate left	Control Pad **left**
Jink left/right	Hold **Right Button** + Control Pad **left/right**
Take off from helipad	Control Pad in any direction
Land on helipad	Hover directly above it. You land automatically.
Hellfire	Press **Y**
Hydra	Press **A**
Chain Gun	Press **X**

XL-9 HOVERCRAFT

Forward	Control Pad **up**
Reverse	Control Pad **down**
Stop	Release Control Pad
Turn left	Control Pad **left**
Turn right	Control Pad **right**

Slide left/right	Hold **Right Button** + Control Pad **left/right**
Release Water Mine	Press **A**
Fire Light Rockets	Press **Y**
Fire Machine Gun	Press **X**

SPECIAL FORCES ASSAULT CYCLE

Forward	Control Pad **up**
Slow Down/Reverse when stopped	Control Pad **down**
Stop	Release Control Pad
Turn left	Control Pad **left**
Turn right	Control Pad **right**
Release Land Mine	Press **A**
Fire Light Rockets	Press **Y**
Fire Machine Gun	Press **X**

F-117A NIGHTHAWK STEALTH FIGHTER

Decrease Altitude	Control Pad **up**
Increase Altitude	Control Pad **down**
Bank Left	Control Pad **left**
Bank Right	Control Pad **right**
Release Ironbombs	Press **A**
Fire AIM-92 Rockets	Press **Y**
Fire Machine Gun	Press **X**

- To take off, land the Comanche on the helipad by the Stealth hangar. You automatically transfer to the F-117A and take off.
- To land, approach the landing strip from the direction opposite the one in which you took off, line up the Stealth's shadow slightly left of center with the landing strip at minimum altitude, and the Stealth Fighter lands.

NOTE: The Stealth fighter has automatic forward motion, unlimited fuel and ammo, and cannot hover like the Comanche.

INTRODUCTION

General Kilbaba, the Desert Madman, is dead. But insanity and terrorism runs in his family. His son, also named Kilbaba, is as vicious as his father, maybe even more so. And he has a vengeance motive Kilbaba Sr. never had. Someone shed the blood of his family, so he must shed their blood as well, and shed a thousand times more. He isn't very focused on whose blood it needs to be: Anyone American will do.

But even though the younger Madman retains all the wealth his father was able to accumulate (which is to say, steal), he has none of his political resources. When his father died, their people seized the opportunity to free themselves from the Kilbaba dictatorship, purged the army and government of Kilbabists, and sent the entire family fleeing across the border. However, Kilbaba was able to smuggle out the materials from his father's nuclear weapons program. He yearns to continue the program but doesn't have anyplace to set it up.

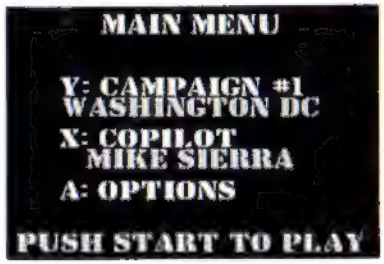
Enter Carlos Ortega, the notorious and violent South American Drug Lord, the largest merchant of addiction, misery, and fear in any hemisphere. Whatever money the Madman doesn't have is in the Drug Lord's numbered accounts. He used his wealth to live in corrupt luxury and build up the largest private army in the world. But U.S. drug agents were intercepting more and more of his shipments and impounding property he thought he had well hidden behind paperwork and dummy corporations. He was beginning to experience cash flow difficulties, which compromised his authority and reputation.
The Drug Lord heard about the Madman's dilemma. He had the vehicles to move atomic weapons materials and the facilities to assemble them; the means to deliver them were within his grasp as well. One phone call was all it took for the Drug Lord and the Madman to become partners. The Drug Lord's business losses will be avenged, and the Madman's family "honor" will be restored. All it will take is a nuclear strike against the United States.

Luckily, their plan is still in the early stages. It isn't too late to stop them. U.S. intelligence agencies know the outline of the Drug Lord's and Madman's plans, but not the details. Those plans have advanced to the point where military intervention is necessary. An old menace has reappeared in a new form, with more power, more resources, and more madness than before. Your job is to successfully complete all the campaigns assigned to you, as well as every mission that makes up the campaigns. Desert Strike™ was just a warm-up. In Jungle Strike™, things will really get hot.

STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.
   WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into the Controller Socket 1 on the Super NES®.
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn ON the power switch.
   The *Jungle Strike*™ logos appear. If you don't see them, begin again at step 1.

MAIN MENU



Main menu

- To go directly to Campaign #1 from the Main menu, press **START**.

THE CAMPAIGN MENU

- To go to the Campaign menu from the Main menu, press **Y**.

NOTE: If this is your first time playing, or if you don't have a password, you must start with CAMPAIGN #1.

- To begin a campaign, press **START**.

RESTORING A SAVED GAME

To enter a password:

- To scroll through the numbers/letters, Control Pad **up/down**.
- To move to the next letter of the password, Control Pad **right**. To back up one space, Control Pad **left**.
- When you have entered your password, press **START** to exit and return to the Main menu.

THE COPILOT SELECTION SCREEN

Your copilot is responsible for aiming the guns and operating the winch. The more capable your copilot, the easier your job as pilot will be and the more likely you are to save the world.

The Copilot Selection screen shows a portrait of each copilot, a group photo of your Special Forces team, and dossiers on each copilot. The dossiers describe each copilot's personality and relative skills. Some copilots are listed as MIA when the game starts, and you can't choose them at the beginning. They're out there somewhere. If you find them and return them to safety for much needed first aid, you'll be able to fly the subsequent campaigns with the best copilots of the bunch.

- To go to the Copilot Selection screen from the Main menu, press **X**.
- To scroll through the copilots, Control Pad **left/right**.
- When you have selected your copilot, press **START** to return to the Main menu.

THE OPTIONS SCREEN

You can select from various control features from the Options screen.

- To go to the Options screen from the Main menu, press **A**.
- To select BUTTONS or CONTROL, Control Pad **up/down**.

BUTTONS

- To select your desired button configuration, Control Pad **left/right**.

CONTROL

- To toggle between MOMENTUM and NO MOMENTUM, Control Pad **left/right**.

MOMENTUM is the standard/default setting. In this mode, the Comanche carries momentum and keeps moving even when you stop pressing the Control Pad. You have to compensate for this while flying.

NO MOMENTUM controls the Comanche exactly as described above, except you don't have to compensate for momentum. The helicopter stops as soon as you let go of the Control Pad.

- To fly forward, Control Pad **up**.
- To fly backward, Control Pad **down**.
- To turn left, Control Pad **left**.
- To turn right, Control Pad **right**.
- To return to the Main menu, press **START**.

INFORMATION CONSOLE

The Information Console provides critical information to your mission and allows you to access the Map screen, the Mission screen, and the Status screen.

- To bring up the Information Console, press **SELECT**.
- To return to the game, press **SELECT** again.

CRITICAL INFORMATION

The following critical information appears on the Information Console.

Selection Display	Locates objects, targets and mission on the map	
Hellfires*	Hellfires remaining	(9 max)
Hydras*	Hydras remaining	(60 max)
Guns	Rounds remaining in the chain gun	(1000 max)
Armor	Protection against attack	(1000 max)
Fuel	Fuel remaining	(2-100)
Load	Number of passengers aboard	(6 max.)
Lives	Number of lives remaining	
Score	The higher your score, the more you've accomplished.	
Intelligence Reports	Important messages appear periodically	

* These weapons appear only when you are in the Comanche. In the other vehicles, they are replaced by the weapons those vehicles carry.

THE SELECTION DISPLAY

The Selection Display allows you to see the location of your mission objectives and important items on the map. The location or object that you select blinks.

- To select locations or objects on the map, Control Pad **left/right**.

Your missions are numbered in the selection display. When you complete the first mission, the second is revealed, and so on. The missions should, but do not have to be completed in order.

Mission objectives and targets flash on and off in order: Targets for Mission 1 flash when a campaign begins, but targets for Mission 2 may not begin to flash until Mission 1 has been completed. Instead, randomly placed questions marks flash around the map. Objects such as ammo crates and fuel drums flashes as red or white dots unless they're concealed.

EA Tip Fuel and ammo, and other special items are concealed in buildings, dunes, rocks, etc. and do not appear on the map until you destroy the structured surrounding them.

- For a description of each object, press **X**.

ARMOR

If you bump into an object your armor loses ten points and you lose control of the Commanche momentarily. Also, you cause ten damage points to the object you bumped into. When your Armor is reduced to 125 points, you receive a warning message.

Each time you drop off a passenger at a landing site it allows your mechanics the time to repair your armor. In Campaign #1, each passenger is worth 150 armor points. In all subsequent campaigns, each is worth 100 points.

FUEL

When your fuel level reaches 14 units a warning message appears on the screen. Each time you burn two more units, the message appears again.

If you crash from lack of fuel, your armor is automatically restored to a full 1000 points.

If you blow up from loss of armor, your fuel supply remains the same as it was before you crashed, unless you had fewer than 25 units of fuel, in which case your fuel tank is restored to 25 units.

LIVES

You are allotted three lives per campaign. If you lose your third life before you accomplish the final mission of a campaign, you must return to the beginning of that campaign and complete it before you can move on to the next campaign.

LOAD

When you crash and are resurrected, your "load" of passengers and your supply of ammunition remain the same.

Bonus points are sometimes available if you complete all tasks on a given mission. For example, if you need only rescue 14 of 16 MIAs to complete a mission, bonus points are awarded for rescuing the other two. Also, you can lose points for destroying civilian or friendly targets.

INTELLIGENCE REPORTS

At times during a campaign you receive announcements of incoming intelligence reports. If you wait more than 5 or 10 seconds to access the report, it might not be available.

- To access an intelligence report, press **SELECT**.

THE MAP SCREEN

You need to refer to the map continually throughout each campaign to determine your location in relation to your targets and objectives. Your Comanche is depicted on the map by two white, spinning dots. The action pauses when you call up the map screen.

- To bring up the Map screen from the Information Console, press **Y**.

THE MISSION SCREEN

You can obtain detailed information about the targets and objectives of a campaign from the mission data log. Every item on the map has a corresponding file in the data log that contains a picture of the item, its name, and a brief description.

- To bring up the Mission screen from the Information Console, press **X**.
- To toggle through the items in the Selection Display, Control Pad **left/right**.

ARMOR POINTS are listed for some of the targets. The number represents the amount of damage that target can take before it is obliterated.
POWER POINTS are listed for the enemy's weapons.

THE STATUS SCREEN

The status readout gives you an up-to-the-moment report on your progress in the campaign. Each mission is listed in order. Missions that have been complete are displayed in green; missions that need to be completed are displayed in red.

- To bring up the Status screen from the Information Console, press **A**.

VEHICLES

To complete Jungle Strike you need to know how to operate a variety of different vehicles.

MX-9 ATTACK HOVERCRAFT

Armor: 800

Armaments	Load	Power
Machine Gun	1000	3
Light Rockets	50	25
Water Mine	9	1000

Note: Water mines must be left in the water in the path of moving vessels, or close by stationary vessels, to be effective. A water mine automatically loses its explosive power a few seconds after it is laid in the water and vanishes from the screen if nothing touches it.

F-117A NIGHTHAWK STEALTH FIGHTER

Armor: 1200

Armaments	Power	
Guns	5	
AIM-92s	25	
Ironbombs	400	

Note: The F-117A fighter has infinite ammo and fuel.

SPECIAL FORCES ASSAULT MOTORCYCLE

Armor: 500

Armaments	Load	Power
Machine Gun	1000	5
Light Rockets	30	25
Land Mine	9	1000

Note: Land mines must be laid in the path of moving vehicles, or close by stationary vehicles, to be effective. A land mine automatically loses its explosive power a few seconds after it is dropped and vanishes from the screen if nothing touches it.

PICKING UP EQUIPMENT

The Hovercraft and Assault Motorcycle need to pick up Ammo, Fuel, or other items just like the Comanche. (The Stealth Fighter carries infinite Ammo and Fuel and doesn't need to pick anything up.) To pick up equipment with the Hovercraft or Motorcycle, touch them with the vehicle. But be careful—if you run into them with too much force, you may cause them to explode.

CREDITS

ORIGINAL GAME

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3-D Models: Michael Shirly, Tim Calvin
Additional Art: Peggy Brennan
Music & Sound Effects: Brian Schmidt

SUPER NES CONVERSION

Super NES version developed by Gremlin Interactive.

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Additional Help: Mike Hart, Simon Short & Siz
Music & Sound Effects: Neil Biggin

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Documentation Layout: Jennie Maruyama
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2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

   Majesco Sales, Inc.
   244 Fernwood Avenue
   Edison, NJ 08837

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- Repairs/Service after Expiration of Warranty

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